

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

at least one input device;

at least one display device; and

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor at least one processor programmed to operate with the at least one display device and the at least one input device, for a play of the game, to:

(i) display a group plurality of selections, each selection being associated with one a symbol from a range of a plurality of symbols,

(ii) display a plurality of random symbol generators, wherein each of the random symbol generators is being associated with a different plurality group of selections from the group plurality of selections, each symbol generator and each group of selections being associated with a range of symbols, and wherein each of the random symbol generators each is configured to randomly generate generating one of the symbols of the associated range of symbols of the associated selection group upon activation,

(iii) enable a player to pick one of the plurality of selections, the picked selection picked by the player being associated with a first symbol from the range associated with the group of selections including the selection picked by the player, of the plurality of symbols, the first symbol being hidden prior to the player picking the picked selection,

(iv) cause a number of generations by each of the random symbol generators, wherein the number is at least one,

(v) for each generation of each of the random symbol generators, determine whether reveal-the first symbol, if the picked selection is generated within the number of generations,

(vi) cause provide a first award to be provided to the player, the first award being based on the symbols associated with each of the plurality of selections and the first award also being based on the symbols which are generated for each generation of each of the plurality of by the associated random symbol generators within the number of generations, and

(vii) cause provide an additional second award to be provided to the player, the additional second award being based on whether the first symbol is generated for the play of the game how many of the symbols associated with selections picked are generated by the associated random symbol generators within the amount of generations.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the first award is based provided contingent upon on a quantity threshold percentage of the symbols associated with the plurality of selections being which are generated by the associated random symbol generators for the play of the game within the amount of generations.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the first award is based on whether provided contingent upon the symbol associated with each of the selections symbols associated is with the solutions being generated by the associated random symbol generators for the play of the game within the amount of generations.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the second award is based on a combination of values provided in connection with a quantity each of the symbols associated with selections picked by the player that which are also generated for the play of the game by the device.

Claim 5 (currently amended): The gaming device of Claim 1, wherein the second award includes is based on an outcome from at least one of a bonus game, the bonus game being triggered if played after one of the symbols associated with at least one of the selections picked by the player is also generated by for the play of the game the device.

Claim 6 (currently amended): The gaming device of Claim 5, wherein the bonus game includes a mechanical device that generates the outcome of the bonus game.

Claim 7 (currently amended): The gaming device of Claim 6, wherein the mechanical device is selected from the group consisting of: a spinning reel, a spinning wheel, a translating indicator, a rotating indicator, and any combination thereof.

Claim 8 (currently amended): The gaming device of Claim 1, wherein the second award is based on an outcome generated via by a mechanical display device.

Claim 9 (cancelled).

Claim 10 (cancelled).

Claim 11 (currently amended): The gaming device of Claim 91, wherein the first award is based on provided contingent upon each of the symbols associated with each of the selections of one of the groups of selections the groups being generated by the associated random symbol generator for a play of the games within the amount of generations.

Claim 12 (currently amended): The gaming device of Claim 91, wherein the groupplurality of selections is are displayed as a set of rows of masked selections and wherein each of the random symbol generators is are each displayed adjacent to a column of the selections, the columns of the selections representing from each of the groups of the selections.

Claim 13 (currently amended): The gaming device of Claim 1, wherein each of the random symbol generators is configured to each generate and display one of the symbols from the associated range of symbols.

Claim 14 (cancelled).

Claim 15 (cancelled).

Claim 16 (original): The gaming device of Claim 1, wherein the symbols are numbers.

Claim 17 (currently amended): The gaming device of claim 1, wherein the instructions cause the processor to display the symbols as are initially masked initially.

Claim 18 (currently amended): The gaming device of Claim 1, wherein the instructions cause the processor to which includes additional generation generate at least one symbol in addition to the number of generations available to be generated by the random symbol generators.

Claim 19 (currently amended): A gaming device comprising:

at least one input device;

a first display device;

a second display device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with the first display device, the second display device, and the at least one input device, for a play of the game, to:

(i) display a plurality of hidden group of selections, each hidden selection being associated with a symbol from an associated range of a plurality of symbols,

(ii) display a plurality of independent symbol generators, each independent symbol generator being associated with at least one of the hidden a plurality of selections of the group, and being configured to each device generating generate one of the symbols of the range associated with the at least one hidden selection associated plurality of selections of the group upon activation,

(iii) enable a player to pick at least one of the hidden selections, a first the at least one selection picked by the player selection being associated with a first symbol from the associated range of the plurality of symbols, the first symbol being hidden prior to the player picking the first picked selection,

(iv) cause at least one of the independent random symbol generators to generate at least one symbol,

(v) for each of any generated symbols, if said generated symbol matches one of the symbols associated with one of the plurality of displayed hidden selections, reveal said matched hidden selection,

reveal the hidden first symbol, if the first symbol is generated by one of the plurality of independent symbol generators,

(vi) provide a first award to thea player based on the revealed symbols associated with the selections generated by the associated symbol generators, and

(vii) provide an additional second award to the player based on whether the first symbol is revealed, how many of the symbols associated with selections picked are generated by the associated symbol generators, wherein the second award is generated and displayed by the second display device.

Claim 20 (currently amended): The gaming device of Claim 19, wherein the first award is based on provided contingent upon a quantity of revealed symbols for the play of the game~~threshold percentage of the symbols associated with the selections being generated by the associated symbol generators within the amount of generations.~~

Claim 21 (currently amended): The gaming device of Claim 19, wherein the first award is based on whether provided contingent upon each of the symbols associated with the displayed selections is revealed for the play of the game~~solutions~~~~provided~~ being generated by the associated symbol generators within the amount of generations.

Claim 22 (currently amended): The gaming device of Claim 19, wherein the second award is based on a plurality combination of values generated by the second display device, each of the values being based on a symbol associated with a revealed selection~~provided in connection with each of the symbols picked by the player for the play of the game~~~~that are also generated by the device.~~

Claim 23 (currently amended): The gaming device of Claim 19, wherein the instructions cause the at least one processor to second display device operates display a bonus game on the second display device, and wherein to produce the second award is based on an outcome of the bonus game.

Claim 24 (currently amended): The gaming device of Claim 19, wherein the second display device is selected from the group consisting of a spinning wheel, a spinning reel, a translation indicator, a rotating indicator, and any combination thereof.

Claim 25 (currently amended): The gaming device of Claim 19, wherein the instructions cause the at least one processor to display which includes a plurality of groups of the selections, each selection associated with a symbol from the range, wherein each independent symbol generator is associated with one of the groups of the selections of each of the groups, and wherein the first award is based on a quantity of how many symbols associated with the selections of in at least one each of the groups which are revealed for a play of the game are generated by the associated symbol generators within the amount of generations.

Claim 26 (original): The gaming device of Claim 19, wherein the first display device includes a video monitor coupled operably with a touch screen.

Claim 27 (cancelled).

Claim 28 (cancelled).

Claim 29 (original): The gaming device of Claim 19, wherein the symbols are numbers.

Claim 30 (cancelled).

Claim 31 (currently amended): The gaming device of Claim 19, wherein the instructions cause the processor to provide an additional award adapted to be provided to the player if at least one the revealed symbols form a designated combination of symbols is generated by a plurality of the symbol generators for the play of the game.

Claim 32 (currently amended): The gaming device of Claim 31, wherein each revealed symbol of said designated combination of symbols occurs in one selected from the group consisting of: a single column and a single rowsaid designated combination of symbols must occur in a row of symbols or a column of symbols.

Claim 33 (currently amended): A method of operating a gaming device having a game payable-playable upon a wager, said method comprising:

- (a) generating a first set of symbols from a plurality of symbols;
- (ab) displaying a first group-plurality of selections, wherein each symbol of the first set of symbols is associated with one of the plurality of selectionseach of the first groups of selections being associated with a symbol from a set of a plurality of symbols;
- (bc) enabling a player to pick one of the selections, the picked selection picked by the player being associated with a first symbol from the first set of the plurality of symbols, the first symbol being hidden when the player picks the picked selection;
- (ed) randomly generating randomly a second group-set of the symbols from the plurality of symbols from the set on a plurality of independent generation devices, each generating one of said symbols;
- (de) providing the player a second-first award based on any symbols generated in both the symbols from the first group-set of symbols and which are randomly generated in the second groupset of symbols; and
- (ef) providing the player an first additional second award based on whether the first symbol is how many player picked symbols groups are generated in the second groupset of symbols.

Claim 34 (currently amended): The method of Claim 33, wherein the first award is based on awarding the player based on the symbols from the first group generated in the second group includes awarding the player if a quantity threshold percentage of the masked-symbols are generated in both the first set of symbols and the second groupset of symbols.

Claim 35 (currently amended): The method of Claim 33, which includes dividing the plurality of selections first group of symbols into a plurality of groups of selections sub-groups and providing the first award awarding the player if the symbol associated with each of the selections each of the symbols of one of the groups of selections sub-groups is generated in both the first set of symbols and the second set of symbols.

Claim 36 (currently amended): The method of Claim 33, including repeating wherein step-(d) is repeated at least once one time prior to before steps providing any award (d) and (e).

Claim 37 (currently amended): The method of Claim 33, wherein the first award wherein awarding the player based on how many player-picked symbols from the first group are randomly generated in the second group includes generating an award is based on each of any symbols generated in both the first set of for each match of the symbols and in the second set of symbols.

Claim 38 (currently amended): The method of Claim 33, wherein the second award is based on awarding the player based on player-picked symbols from the first group generated in the second group includes using an outcome of a mechanical display to generate the award.

Claim 39 (currently amended): The method of Claim 33, which is operated through wherein steps (a) to (e) are provided via a data network or a computer storage device.

Claim 40 (original): The method of Claim 39, wherein the data network includes an internet.

Claim 41 (currently amended): A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a) enabling a play of an item-matching game as a first bonus game of a base game, wherein an objective is to randomly match as many of the items as possible;

(b) for the play of the first bonus game, enabling the a player to pick one of a plurality of selectable regions prior to a matching sequence of the matching game, each of the selectable regions being associated with one of a plurality of the items, each of the associated items and the item associated with the player picked selectable region being hidden prior to the player picking one of the the player picked selectable regions;

(c) for the play of the first bonus game, displaying a matching sequence of the matching game, the matching sequence including a plurality of generations of one of the plurality of items and a comparison of each generated item to the item associated with each selectable region;

(ed) enabling a play of a the player to play a number of second bonus game if based on the item associated with the how many of the player picked-selectable regions picked by the player is generated are associated with items that are matched in the matching sequence, wherein the matching sequences includes a plurality of independent generation devices each generating one of the items; and

(de) providing an award to the player based on each of the outcomes of the first bonus game and based on the outcome of the second bonus games.

Claim 42 (currently amended): The method of Claim 41, which includes displaying the matching game structuring the item matching game to include on a plurality of reels, each reel displaying associated with a dedicated group of the items, wherein the reels can generate and match designated items of the group.

Claim 43 (currently amended): The method of Claim 41, which includes displaying structuring the second bonus game on to include an electromechanical apparatus.

Claim 44 (currently amended): The method of Claim 41, which includes providing a number of plays inof the second bonus game based on a quantity of how many of the selectable regions player-picked by the player are generated items are matched in the matching sequence.

Claim 45 (new): The method of Claim 41, which is operated through a data network.

Claim 46 (new): The method of Claim 45, wherein the data network includes an internet.